

KINGS OF RED

Official Whitepaper

Version 1.0 | 2025

A blockchain-based collectible trading card game built on Base network

Important Notice

Kings of Red is a game and entertainment platform. All game mechanics, token production rates, NFT prices, battle rewards, and economic parameters are **subject to change** to maintain a healthy and sustainable ecosystem.

The development team reserves the right to adjust any aspect of the game to ensure long-term viability and fair gameplay. All changes will be announced to the community with appropriate notice.

This is NOT an investment platform. NFTs are digital collectibles for gameplay purposes. We make NO promises about returns, value appreciation, or profitability. Blockchain transactions are irreversible. Only spend what you can afford to lose.

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1. Introduction

What is Kings of Red?

Kings of Red is a collectible NFT trading card game that combines:

- **NFT Collection** - Collect unique cards across 7 legendary clans
- **Token Mining** - Stake cards to produce \$KINGSFOOD and \$KINGSGOLD tokens
- **Battle System** - Fight PvE battles against monsters for token rewards
- **Crafting & Forging** - Combine cards to create rarer NFTs
- **Play-to-Earn Economy** - Earn tokens through active gameplay

Vision

Our vision is to create a sustainable, long-term blockchain game where:

- Players truly own their in-game assets
- Gameplay creates real value
- The economy balances player earnings with token health
- Community feedback shapes development
- Fun and engagement come first

Built on Base

Kings of Red is built on Base, Coinbase's Layer 2 network:

- Low gas fees (5c to \$2 per transaction)
- Fast confirmation times (2-5 seconds)
- Ethereum security
- Easy onboarding from Coinbase

2. Game Overview

Core Gameplay Loop

1. Collect NFT Cards → 2. Stake for Daily Rewards → 3. Battle for Tokens



Game Phases

Phase 1: Herald Launch (Genesis)

- First NFT drop
- Stake Heralds to mine \$KINGSFOOD
- Build community foundation
- Test economic model

Phase 2: Alpha Launch

- Second major NFT type
- Produce \$KINGSGOLD tokens
- Choose between token rewards or NFT crafting materials
- Battle boosts activate

Phase 3: Battle System Activation

- Fight PvE battles against monsters
- Earn both FOOD and GOLD tokens
- Use Fighter NFTs to enter battles
- Strategic risk-reward gameplay

Phase 4: Full Ecosystem

- All 7 card types released
 - Crafting and forging active
 - Clan completion bonuses
 - Advanced gameplay mechanics
-

3. The Seven Clans

Each player can collect cards from seven unique clans. Completing a full clan set grants significant bonuses.

The Clans

1. **Smizfume**
2. **Coalheart**
3. **Warmdice**
4. **Bervation**
5. **Konfisof**
6. **Witkastle**
7. **Bowkin**

Clan Mechanics

- **Random Assignment:** When minting, your card's clan is randomly assigned
 - **Staking Rules:** Can stake maximum one card per clan (cannot stake duplicate clans)
 - **Clan Bonuses:** Completing full clan sets grants permanent boosts
 - **Clan Arenas:** Future battles may have clan-specific advantages
-

4. NFT Card Types

Each clan contains 7 card types that work together to create a complete collection.

Herald

Role: Announcer & Miner

Function:

- Produces \$KINGSFOOD tokens daily
- First NFT type released (Genesis Sale)
- Gateway to the game ecosystem

Production Rates:

- Bronze Herald: Daily FOOD production
- Silver Herald: Daily FOOD production
- Gold Herald: Daily FOOD production

Special Utility:

- Genesis Herald holders receive benefits for future drops
 - Required to claim daily rewards (costs small amount of GOLD)
 - Cannot stake duplicate clans
-

Alpha

Role: Clan Leader & Dual Reward Generator

Function:

- Primary hero card of each clan
- Choose between two reward paths every 24 hours

- Provides permanent battle boost

Dual Reward System:

Option A - Token Rewards:

- Claim \$KINGSGOLD tokens immediately
- Production rate varies by rarity
- Costs small amount of FOOD to claim

Option B - NFT Progress:

- Progress toward crafting materials (1/10, 2/10, etc.)
- At 10/10, mint crafted NFTs
- Bronze: Mints 1 NFT
- Silver: Mints 2 NFTs
- Gold: Mints 3 NFTs

Battle Boost:

- Bronze Alpha: +7% hit chance in all battles
 - Silver Alpha: +10% hit chance
 - Gold Alpha: +15% hit chance
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Fighter

Role: Battle Unit

Function:

- Required to enter PvE battles
- Battle against monsters for token rewards
- Each rarity has different base hit percentages

Battle Mechanics:

- 3 lives per fighter, 3 lives per monster
- First to lose 3 lives loses the battle
- Fighter always attacks first
- Higher rarity = better hit chance

Base Hit Percentages:

Rarity	Monster 1	Monster 2	Monster 3
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Bronze	20%	10%	3%
Silver	30%	20%	10%
Gold	40%	30%	20%

Monster hit rates are inverse (higher against lower rarity fighters).

Pet

Role: Dual-Purpose Companion

Function:

- Choose between hunting or egg-laying every 24 hours
- Requires feeding with FOOD tokens
- Dies if not fed for 3 consecutive days

Feeding System:

- Must maintain food meter
- Can pre-load food for several days
- Warning notifications when running low

Dual Functionality:

Option A - Treasure Hunting:

- Send on 24-hour hunt
- Returns with token treasure box
- Rewards vary by rarity

Option B - Egg Laying:

- Produces 1 egg NFT per day
 - Collect 10 eggs from same clan
 - Blend 10 eggs → 1 Crafted Pet NFT
 - Crafted Pets can only hunt (cannot lay eggs)
-

Lady

Role: Battle Boost Producer

Function:

- Produces Battle Boost NFTs for OTHER clans
- Creates inter-clan trading economy
- Encourages marketplace activity

How It Works:

- Lady from Clan A produces boosts for Clan B-G
 - Players need boosts from other clans
 - Creates natural marketplace demand
 - Boosts are consumable (burn on use)
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Weapon

Role: Permanent Battle Enhancement

Function:

- Provides permanent boost to all battles
- Stacks with other battle bonuses

Boost Values:

- Bronze Weapon: +3% hit chance
 - Silver Weapon: +5% hit chance
 - Gold Weapon: +7% hit chance
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Badge

Role: Elite Symbol & Dual Benefit

Function:

- Prestigious clan badge
- Boosts both battles AND token production
- Highest value card per clan

Battle Boost:

- Bronze Badge: +2% hit chance
- Silver Badge: +4% hit chance
- Gold Badge: +7% hit chance

5. Token Economy

\$KINGSFOOD Token

Primary utility token for basic operations

How to Earn:

- Stake Herald NFTs (daily production)
- Win PvE battles (Monster 1 & 3 rewards)
- Complete daily quests
- Pet treasure hunting

How to Spend:

- Feed Pet NFTs (keep them alive)
- Claim Alpha rewards (small fee)
- Crafting and forging
- Blend eggs into Pets
- Daily quest entries
- Withdraw to USDC (7% tax)

Token Sinks:

- Withdrawal tax (40% burn, 40% treasury, 20% rewards)
- Internal swap fee (1% burn, 1% treasury)
- Crafting/forging costs
- Pet maintenance
- Quest entries

\$KINGSGOLD Token

Premium utility token for advanced features

How to Earn:

- Stake Alpha NFTs (daily production)
- Win PvE battles (Monster 2 & 3 rewards)
- Complete challenges

- Pet treasure hunting (rare)

How to Spend:

- Claim Herald rewards (required fee)
- Battle entry fees
- Lady production costs
- Premium crafting
- Prestige/upgrade systems
- Withdraw to USDC (7% tax)

Token Sinks:

- Battle entry fees (partial burn)
 - Withdrawal tax (40% burn, 40% treasury, 20% rewards)
 - Internal swap fee (1% burn, 1% treasury)
 - Advanced crafting
 - Claim fees for Heralds
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6. Gameplay Mechanics

Staking System

Rules:

- Maximum 7 cards staked (one per clan)
- Cannot stake duplicate clans
- 24-hour production cycles
- Must claim within specific timeframe

Claiming Rewards:

- Herald: Costs small GOLD fee to claim FOOD
- Alpha: Costs small FOOD fee to claim GOLD
- Choose between token or NFT progress
- Countdown timer shows next available claim

Anti-Abuse Measures:

- Herald power decay if no progression
- Withdrawal limits (100 tokens per 24 hours)
- One withdrawal per 24 hours
- Claim fees prevent mindless farming

Battle System (PvE)

Entry Requirements:

- Must own Fighter NFT
- Pay GOLD battle entry fee
- Random arena assignment

Battle Flow:

1. **Pay Entry Fee** - GOLD tokens burned/distributed
2. **Arena Assigned** - Random clan arena
3. **Face Monster 1** - 3v3 lives, turn-based RNG
4. **Victory**: Receive FOOD tokens, advance to Monster 2
5. **Face Monster 2** - Harder, better rewards
6. **Victory**: Receive GOLD tokens, advance to Monster 3
7. **Face Monster 3** - Hardest, best rewards
8. **Victory**: Receive FOOD + GOLD + bonus

Defeat at any stage: Keep previous rewards, exit battle

Battle Boosts Stack:

- Alpha: +7-15% base
- Weapon: +3-7% permanent
- Badge: +2-7% permanent
- Clan Arena Match: +5% bonus
- Consumable Boosts: Various percentages

Consumable Boosts (Burn on Use):

- Medkit: Restore 1 life during battle
- Attack Boost: +% hit chance for 1 battle
- Defense: Reduce monster hit chance
- Poison: Guarantee 1 hit on monster
- Freeze: Skip monster's turn once

Crafting & Forging

Egg Blending (Pets):

- Collect 10 eggs from same clan
- Blend → Crafted Pet NFT
- Costs FOOD + GOLD
- Crafted Pet can hunt but not lay eggs

Card Forging (Upgrade Rarity):

Bronze → Silver:

- Burn 4 Bronze Herald cards from same clan
- Pay FOOD + GOLD fee
- Receive 1 Silver card
- Random assignment within clan

Silver → Gold:

- Burn 2 Silver cards from same clan
- Pay FOOD + GOLD fee
- Receive 1 Gold card
- Random assignment within clan

Benefits:

- Reduces supply (deflationary)
- Provides upgrade path
- Burns tokens (healthy economy)
- Rewards collectors

Withdrawal & Exchange System

Internal Token Swaps:

- FOOD ↔ GOLD
- 2% swap fee (1% burn, 1% treasury)
- No withdrawal limits
- Instant execution

Withdraw to USDC:

- Convert FOOD or GOLD to USDC
- 7% withdrawal tax breakdown:
 - 40% burned (reduces supply)
 - 40% to treasury (development fund)
 - 20% to rewards pool (community rewards)

- Limits: Maximum 100 tokens per 24 hours
- One withdrawal per 24-hour period
- Market rate determined by liquidity pools

Why Withdrawal Limits:

- Prevents bank runs
 - Protects token price
 - Encourages long-term holding
 - Stabilizes economy
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7. Roadmap

Phase 1: Foundation (Q4 2025)

Genesis Herald Sale

- First NFT drop (220 Heralds total)
- Community building
- Early adopter rewards
- Social media launch

Staking Activation

- Herald staking goes live
 - FOOD token deployment
 - Daily production begins
 - Test economic balance
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Phase 2: Expansion (Q1 2026)

Alpha NFT Launch

- Second major NFT type
- GOLD token deployment
- Dual reward system active
- Battle boost mechanics

Early Bird Sales

- Herald Early Bird sale

- Alpha Early Bird sale
 - Tiered pricing model
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Phase 3: Combat (Q2 2026)

Battle System Launch

- Fighter NFT release
- PvE battles go live
- Arena system
- Consumable boosts

Exchange Activation

- Token swapping enabled
 - Withdrawal system opens
 - Liquidity pools created
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Phase 4: Full Ecosystem (Q3-Q4 2026)

Complete Card Collection

- Pet NFTs
- Lady NFTs
- Weapon NFTs
- Badge NFTs

Advanced Features

- Crafting system
 - Forging mechanics
 - Daily quests
 - Achievement system
 - Leaderboards
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Phase 5: Community Features (2027+)

To Be Determined Based on Game Health and Status:

- Potential PvP battles

- Guild/clan systems
 - Tournaments
 - Special events
 - Seasonal content
 - Arena ownership (players buy arenas)
 - Cross-game integrations
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8. Tokenomics

Token Distribution

\$KINGSFOOD:

- No pre-mine
- Generated only through gameplay
- Earned by Herald staking
- Earned by battles
- Earned by treasure hunts

\$KINGSGOLD:

- No pre-mine
- Generated only through gameplay
- Earned by Alpha staking
- Earned by battles
- Initial airdrop to Genesis holders (for claiming fees)

Token Burns

Ongoing Deflationary Mechanisms:

- 40% of withdrawal tax burned
- 1% of swap fees burned
- Battle entry fees (partial burn)
- Forging costs (partial burn)
- Consumable items burned on use
- Creates scarcity over time

9. Technical Details

Smart Contracts

HeraldNFT Contract:

- ERC-721 standard
- Random clan assignment on mint
- Supply limits per rarity
- Owner-only price updates
- ERC-2981 royalty standard (3%)

Alpha/Fighter/Pet/Lady/Weapon/Badge Contracts:

- Similar structure to Herald
- Unique utilities per type
- Interoperable with staking system

FOOD & GOLD Token Contracts:

- ERC-20 standard
- Mintable (only by game contracts)
- Burnable

Staking Contract:

- Manages all NFT staking
- Enforces one-per-clan rule
- Calculates daily rewards
- Handles claim fees
- Countdown timers

Battle Contract:

- Manages combat system
- Verifiable random number generation
- Entry fee collection and distribution
- Reward calculation
- Battle history tracking

Network Information

Base Mainnet:

- Contract Address: [To be announced]
- Block Explorer: basescan.org

- RPC URL: <https://mainnet.base.org>
 - Chain ID: 8453
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10. Legal & Disclaimers

Important Disclaimers

Not Financial Advice: This whitepaper does not constitute financial, investment, legal, or tax advice. Consult with appropriate professionals before participating.

Game, Not Investment: Kings of Red is a game and entertainment platform. NFTs are digital collectibles for gameplay purposes. We make NO promises, guarantees, or representations about:

- Return on investment (ROI)
- Token value appreciation
- Profitability of gameplay
- Sustainability of the economy
- Future development
- Game longevity

Risk Acknowledgment: By participating, you acknowledge and accept that:

- You may lose all funds invested
- Token values can decrease to zero
- NFTs may become worthless
- The game may shut down
- Blockchain transactions are irreversible
- Smart contracts may contain bugs
- Economic models may fail

Subject to Change: All aspects of Kings of Red are subject to change, including but not limited to:

- Token production rates
- Battle mechanics and rewards
- NFT prices and supplies
- Withdrawal limits and taxes
- Game features and systems
- Economic parameters

Jurisdictional Restrictions: Kings of Red may not be available in all jurisdictions. It is your responsibility to ensure participation is legal in your location.

No Warranty: Kings of Red is provided "as is" without warranties of any kind, express or implied.

Intellectual Property

Copyright: All game assets, artwork, code, and content are © 2025 Kings of Red. All rights reserved.

Trademark: "Kings of Red" and associated logos are trademarks of Red King Crypto.

NFT Ownership: When you purchase an NFT, you own:

- The NFT token itself
- Personal, non-commercial display rights to the artwork
- The right to sell or transfer the NFT

You do NOT own:

- The underlying intellectual property
- Commercial usage rights
- The right to create derivative works

Contact & Support

Official Channels:

- Website: kingsofred.com
- Telegram: t.me/kingsofred
- Twitter: [@redkingdefi](https://twitter.com/@redkingdefi)

Security Notice:

- Admins will NEVER DM you first
- NEVER share your seed phrase or private keys
- Always verify URLs before connecting wallet
- Report suspicious activity immediately

Conclusion

Kings of Red represents a new approach to blockchain gaming - one that prioritizes:

- **Sustainability** over quick profits
- **Gameplay** over speculation
- **Community** over hype
- **Transparency** over marketing
- **Fun** over everything else

We're building something meant to last, not a quick cash grab. Our economic model is designed to reward long-term players while maintaining token health through balanced sinks and sources.

Join us in building a game that showcases what blockchain gaming can be when done right.

Welcome to Kings of Red. Choose your clan. Build your legacy. Earn your rewards.



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This whitepaper is a living document and will be updated as the game evolves. Check back regularly for the latest version.